

Claim Amendments

2. Please cancel, without prejudice, claims 1-19. Please also enter new claims numbered 20-43. The complete listing of all claims in the application after amendment is:

Claims 1-19 (canceled)

Claim 20 (new): A game kit comprising:

a plurality of sets of cards, each set of cards includes a plurality of cards, the plurality of cards in each set of cards bears a unique direction;

the cards may be drawn from the sets of cards, the unique directions on the cards may be presented to game players;

the unique directions on all cards in all sets of cards call for responses from the game players, each response requires performance of a unique task;

the performance of each unique task requires retrieval of information from the memory of the game players, the performance of each unique task determines whether the game players may advance in the game;

the performance of each unique task predictably requires retrieval of the information from primarily one of a plurality of human memory systems;

the performance of each unique task responsive to the unique directions on cards within each individual set of cards predictably requires retrieval of the information from primarily the same human memory system from among the plurality of human memory systems; and

the performance of any unique task responsive to one of the unique directions allows the game players to advance by at least remaining in the game for an additional turn.

Art Unit: 3711

1 Claim 21 (new):

2 The game kit of claim 20, further comprising a first set of cards from the
3 plurality of sets of cards, the performance of each unique task responsive to
4 the unique directions on cards within the first set of cards predictably requires
5 retrieval of a first type of the information from primarily a first human memory
6 system from among the plurality of human memory systems, and a response
7 which contains objective facts, and a second set of cards from the plurality of
8 sets of cards from the plurality of sets of cards, the performance of each
9 unique task responsive to the unique directions on cards within the second set
10 of cards predictably requires retrieval of a second type of the information from
11 primarily a second human memory system, and a response which contains a
12 personal story.

11 Claim 22 (new):

12 The game kit of claim 21, further comprising a game playing surface marked
13 with a plurality of indicia, and a plurality of markers for positioning on the
14 plurality of indicia, the plurality of indicia define a first path and a second path,
15 the first and second paths comprise a series of positions by which the game
16 players may mark their progress as they advance in the game, substantially
17 every position in the first path corresponds to a position the game players may
18 occupy before or after performing a first type of unique task responsive to a
19 unique direction on a card drawn from the first set of cards, substantially every
20 position in the second path corresponds to a position the game players may
21 occupy before or after performing a second type of unique task responsive to
22 a unique direction on a card drawn from the second set of cards.

22 Claim 23 (new):

23 The game kit of claim 22, further comprising a third set of cards from the
24 plurality of sets of cards, the performance of each unique task responsive to
25 the unique directions on cards within the third set of cards predictably requires
26 retrieval of a third type of information from primarily a third human memory
27 system from among the plurality of human memory systems, and a response
28 which contains information game players have no reason to remember the
next day, the performance of each unique task responsive to the unique
directions on cards within the third set of cards may include moving a marker,

1 from the plurality of markers, used to position another player on the indicia on
2 the game playing surface.

3 Claim 24 (new):

4 The game kit of claim 23, further comprising indicia on the game playing
5 surface which define intersections between the first path and the second path,
6 the intersections comprise positions the game players may occupy as they
7 advance in the game, substantially every position in the intersections
8 corresponds to a position the game players may occupy before or after
9 performing a third type of unique task responsive to a unique direction on a
10 card drawn from the third set of cards.

11 Claim 25 (new):

12 A game comprising:

13 a first collection of first directions which require responses associated
14 primarily with a single first human memory system;

15 a second collection of second directions which require responses
16 associated primarily with a single second human memory system;

17 the first directions call for a first type of response from game players,
18 and the second directions call for a second type of response from game
19 players;

20 the first directions are designed to stimulate retrieval of a first type of
21 information in the first type of response, and the second directions are
22 designed to stimulate retrieval of a second type of information in the
23 second type of response;

24 the first directions may be presented to game players for the first type
25 of responses, and the second directions may be presented to game
26 players for the second type of responses; the responses to the first
27 directions and the second directions determine whether the game
28 players advance in the game;

1 the first type of responses may contain the first type of information
2 retrieved from the memory of the game players using primarily the first
3 human memory system, and the second type of responses may contain
4 the second type of information retrieved from the memory of the game
5 players using primarily the second human memory system; and

6 one of the game players may advance in the game if the response of
7 the one of the game players to one of the first directions drawn from the
8 first collection of directions is the first type of response which includes
9 the first type of information, and the one of the game players may
10 advance in the game if the response of the one of the game players to
11 one of the second directions drawn from the second collection of
12 directions is the second type of response which includes the second
13 type of information.

14 Claim 26 (new)

15 The game of claim 25, further comprising a game display which may present a
16 plurality of indicia, and means for locating a plurality of positions on the
17 plurality of indicia, the plurality of indicia define a first path and a second path
18 when presented, the first path comprises a first series of positions by which
19 the game players may mark their progress as they advance in the game, each
20 position in the first path corresponds to a position which the game players may
21 occupy if the response of the game players contains information which may be
22 objectively correct, the second path comprises a second series of positions by
23 which the game players may mark their progress as they advance in the
24 game, the first path and the second path intersect at a plurality of
25 intersections, each position in the second path corresponds to a position
26 which the game players may occupy if the response of the game players
27 contains information which may comprise a story from the life of the game
28 players.

1 Claim 27 (new)

2 The game kit of claim 26 further comprising a third collection of third directions
3 which require responses associated primarily with a single third human
4 memory system, the third directions call for a third type of response from
5 game players, the third directions are designed to stimulate retrieval of a third
6 type of information in the third type of response, the third type of responses
7 may contain the third type of information retrieved from the memory of the
8 game players using primarily the third human memory system, the third
9 directions may be presented to game players for the third type of responses,
10 the responses to the first directions and the second directions and the third
11 directions determine whether the game players advance in the game; and one
12 of the game players may advance in the game to one of the plurality of
13 intersections before or after the turn of the one of game players if the
14 response of the one of the game players to one of the third directions drawn
15 from the third collection of directions is the third type of response which
16 contains information game players have no reason to remember the next day.

14 Claim 28 (new)

15 A game kit comprising:

16 A first set of cards, the first set of cards including a plurality of first
17 cards, each first card bearing a first type of direction;

18 a second set of cards, the second set of cards including a plurality of
19 second cards, each second card bearing a second type of direction;

20 the first cards may be drawn from the first set of cards, and the first
21 type of directions on the first cards presented to game players;

22 the second cards may be drawn from the second set of cards, and the
23 second type of directions on the second cards presented to game
24 players;

1 the first type of directions call for a first type of response from the game
2 players, and the second type of directions call for a second type of
3 response from the game players;

4 the first type of directions call for the first type of response using a first
5 human memory system, and the second type of directions call for the
6 second type of response using a second human memory system;

7 the first type of response and the second type of response requires
8 retrieval of information from the memory of game players;

9 the first type of response may be judged for correctness of information
10 contained in the first type of response, and a correct first type of
11 response allows game players to advance in the game by at least
12 remaining in the game for an additional turn; and

13 the second type of response may not be judged for correctness if the
14 second type of response contains a story from the life of the game
15 players, and any second type of response containing a story from the
16 life of the game players allows the game players to advance in the
game by at least remaining in the game for an additional turn.

17 Claim 29 (new)
18

19 The game kit of claim 28, further comprising a game playing surface marked
20 with a plurality of indicia, and a plurality of markers for positioning on the
21 plurality of indicia of the game playing surface, the plurality of indicia on the
22 game playing surface define a first path and a second path, the first and
23 second paths comprise a series of positions by which game players may mark
24 their progress as they advance in the game, substantially every position in the
25 first path corresponds to a position which the game players may occupy
26 before or after the game players respond with a correct first type of response,
27 substantially every position in the second path corresponds to a position which
28 the players may occupy before or after the game players respond with a
second type of response which contains a story from the life of a one the
game players during the turn of the one of the game players.

1 Claim 30 (new)

2
3 The game kit of claim 29, further comprising a third set of cards, the third set
4 of cards including a plurality of third cards, each third card bearing a third type
5 of directions, the third cards may be drawn from the third set of cards, and the
6 third type of directions on the third cards presented to the game players, the
7 third type of directions call for a third type of response from the game players,
8 the third type of directions call for the third type of response using a third
9 human memory system, the third type of response requires retrieval of
10 information from the memory of a game player, the third type of response may
11 be judged for correctness of information contained in the third type of
12 response, and a correct third type of response allows the game players to
13 advance in the game by at least remaining in the game for an additional turn.

11 Claim 31 (new)

12
13 The game kit of claim 30, further comprising indicia on the game playing
14 surface which define intersections between the first path and the second path,
15 the intersections comprising positions the game players may occupy as they
16 advance in the game, substantially every position in the intersections
17 corresponds to a position the game players may occupy before or after a
18 correct third type of response which contains information game players have
19 no reason to remember the next day.

19 Claim 32 (new)

20 A game kit comprising:

21
22 A first set of cards, the first set of cards including a plurality of first
23 cards, each first card bearing a first type of direction;

24 a second set of cards, the second set of cards including a plurality of
25 second cards, each second card bearing a second type of direction;

26 all first type of directions and all second type of directions together
27 comprising a plurality of directions;
28

the first cards may be drawn from the first set of cards, and the first directions on the first cards presented to game players;

the second cards may be drawn from the second set of cards, and the second directions on the second cards presented to game players;

the first type of directions call for a first type of response from the game players, and the second type of directions call for second type of response from the game players;

the first type of directions call for the first type of response using a first human memory system, and the second type of directions call for the second type of response using a second human memory system;

the first type of response and the second type of response requires retrieval of information from the memory of the game players;

the first type of response is employed in the game for competitive play in which the first type of response containing objectively correct information allows a one of the game players to advance in the game by at least remaining in the game for an additional turn; and

the second type of response is employed in the game for non-competitive play in which the second type of response containing a story from the life the one of the game players allows the one of the game players to advance in the game by at least remaining in the game for an additional turn.

Claim 33 (new)

The game kit of claim 32, further comprising a game playing surface marked with a plurality of indicia, and a plurality of markers for positioning on the plurality of indicia of the game playing surface, the plurality of indicia on the game playing surface define a first path and a second path, the first and second paths comprise a series of positions by which the game players may mark their progress as they advance in the game, substantially every position in the first path corresponds to a position which the one of the game players

1 may take after a correct first response, substantially every position in the
2 second path corresponds to a position which the one of the players may
3 occupy after a second response which contains a story from the life of the one
4 of the game players.

5 Claim 34 (new)

6 A method of game play, comprising:

7
8 Selecting a first direction from a first collection of first type of directions,
9 each first type of direction calls for retrieval of information from memory
10 using primarily a single first human memory system;

11 presenting the selected first direction to a game player;

12 recalling a first body of information from the memory of the game player
13 responsive to the first direction;

14 responding to the selected first direction by the game player
15 communicating a first response to the selected first direction to at least
16 one other game player;

17 selecting a second direction from a second collection of second type of
18 directions, each second type of direction calls for retrieval of
19 information from memory using primarily a single second human
20 memory system;

21 presenting the selected second direction to the game player;

22
23 recalling a second body of information from the memory of the game
24 player responsive to the second direction; and

25 responding to the selected second direction by the game player
26 communicating a response to the selected second direction to at least
27 one other game player.
28

1 Claim 35 (new)

2
3 The method of game play of claim 34, further comprising choosing a first path
4 on a game playing surface marked with indicia which substantially define a
5 first path as a first series of positions, and a second path as a second series
6 of positions, and at least one intersection between the first path and the
7 second path, by which paths and intersection the game player may mark
8 progress as the game player advances in the game.

9 Claim 36 (new)

10 The method of game play of claim 35, further comprising placing a marker on
11 or near a position at one end of the first path, substantially all of the series of
12 positions in the first path comprising a series of positions the marker of the
13 game player may occupy along the path on the game playing surface.

14 Claim 37 (new)

15 The method of game play of claim 36, further comprising moving the marker
16 substantially serially at least one position along the first path, during the turn of
17 the game player, before or after responding to a first direction selected from
18 the first collection of first type of directions.

19 Claim 38 (new)

20 The method of game play of claim 37, further comprising moving the marker to
21 the second path when the game player occupies the at least one intersecting
22 position, after moving the marker substantially serially, one position per turn,
23 along the first path to the intersecting position.

24 Claim 39 (new)

25
26 The method of game play of claim 38, further comprising moving the marker of
27 another player substantially when the game player occupies the at least one
28 intersecting position.

1 Claim 40 (new)

2 A game kit comprising:

3
4 A first set of cards, the first set of cards including a plurality of first
5 cards, each first card bearing a first type of direction which calls for a
6 first type of response containing an objectively correct answer;

7 a second set of cards, the second set of cards including a plurality of
8 second cards, each second card bearing a type of second direction
9 which calls for a second type of response containing a personal story
10 from the life of game players;

11 the first cards may be drawn from the first set of cards, and the first
12 directions on the first cards presented to game players;

13 the second cards may be drawn from the second set of cards, and the
14 second directions on the second cards presented to game players;

15 the first responses and the second responses determine whether the
16 game players may advance in the game;

17 the first responses and the second responses require retrieval of
18 information from the memory of the game players;

19
20 a one of the game players may remain in the game if the first type of
21 response from the one of the game players contains objectively correct
22 facts responsive to the first type of direction; and

23 the one of the game players may remain in the game if the second type
24 of response from the one of the game players contains a personal story
25 from the life of the one of the game players.
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1 Claim 41 (new)

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3 The game kit of claim 40, further comprising a third set of cards, the third set
4 of cards including a plurality of third cards, each third card bearing a third type
5 of direction which calls for a third type of response containing an objectively
6 correct answer, the third cards may be drawn from the third set of cards, and
7 the third type of directions on the third cards presented to a game players, the
8 responses of the game players to the third type of directions may determine
9 whether the game players may advance in the game, the of the game players
10 to the third type of directions require retrieval of information from the memory
11 of the game players, and game players may remain in the game if the
12 responses to the third type of directions contain objectively correct facts
13 responsive to the third type of directions.

11 Claim 42 (new)

12
13 The game kit of claim 41, further comprising indicia on the game playing
14 surface which define intersections between the first path and the second path,
15 the intersections comprising positions the game players may occupy as they
16 advance in the game, substantially every position in the intersections
17 corresponds to a position the game players may occupy after a response to a
18 third type of direction which contains information a game player has no reason
19 to remember the next day.
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1 Claim 43 (new)

2 A method of game play, comprising:

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4 Selecting a plurality of first cards from a collection of first cards, each
5 first card bearing a first type of direction, each first direction calling for
6 retrieval of a personal story from the memory of game players;

7 presenting the selected plurality of first type of directions to a first one
8 of the game players;

9 recalling from the memory of the first one of the game players
10 information responsive to the selected plurality of first type of directions
11 on the first cards;

12 formulating a plurality of first responses using the information from the
13 memory of the first one of the game players;

14 responding to the selected plurality of first type of directions by
15 communicating the plurality of first responses;

16
17 retaining in the possession of the first one of the game players a
18 plurality of first retained cards to which the first one of the game players
19 responds; and

20 exchanging the plurality of first retained cards, at the option of the first
21 one of the game players, for a second card retained by a second one of
22 the game players after the second one of the game players correctly
23 responds to a second type of direction on a second card selected from
24 a plurality of second cards, the second type of direction calling for
25 retrieval of objective facts from the memory of the second one of the
26 game players.
27
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